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SIDEWINDER — INSTRUCTIONS

SET UP PROCEDURE

1. Make sure the power switch on your control deck is **OFF**.
2. Insert game cartridge.
3. Turn the power switch **ON** and the title page will come on.

IMPORTANT: If title page does not come on or flashes, switch your control deck **OFF**, remove cartridge and go back to SET UP PROCEDURES STAGE 2.

PRECAUTIONS

This is a state-of-the-art game cartridge with very sensitive electronic components inside. Please use the following cautions.

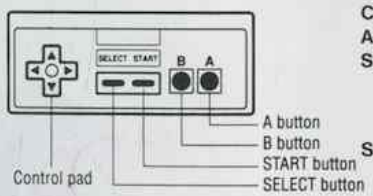
- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Control Deck is turned **OFF** when inserting or removing the Game Cartridge.
- If using an input device, other than the Control Pad, before beginning this game please read the appropriate instruction booklet for its correct installation into your system.

INTRODUCTION

Even a fast and powerful chopper like the SIDEWINDER cannot survive a complete enemy strike force without the skill of an experienced commander. You will have to know how to fully utilise special firing weapon selections and be able to spot and gather approaching energy cells and reservoirs even in the midst of heavy gunfire. Energy reading appears on the bottom of your screen. Each player will start out with 66 energy points. Substantial energy points are lost if you are hit by a missile. During normal operation, the SIDEWINDER will also consume small amounts of energy points. However, this consumption will stop when the energy meter reaches zero.

You will first encounter squadrons of enemy jets, then face a pair of patrolling choppers just as powerful as the SIDEWINDER. Defeating this pair, you will then hyperboost your way towards a Mothership. See if you can find the strategy to beat the Mothership.

CONTROLS FUNCTIONS



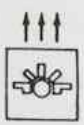
CONTROL PAD	- Control direction of chopper.
A BUTTON	- Firing button.
SELECT BUTTON	- Moves cursor to select options on the screen. (When using a double players mode, only the first player can use the Select Button).
START BUTTON	- Starts the game. Also pauses the game.

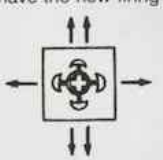
FIRING WEAPONS SELECTION

Many players have a preference for a specific type of weapon. When you see the desirable firing weapon, steer towards it. Upon contact with the symbol you will have the new firing capability plus 5 additional energy points.

Single Firing

Double Firing


Triple Firing


Four-Way Firing

Triple Angled Firing

ENERGY

Look for the following objects to replenish your energy levels.

1.

2.

3.

1. **Energy Cell:** Replenishes energy level by 10 points.
2. **Energy Reservoir:** Restores energy level to 66 points.
3. **Energy Shield:** Retains the same energy level for a few seconds.

ENEMIES

Black Patrolling Choppers are bad news to most players. But avoiding these choppers is not always a smart thing to do since you can gather up to 6 energy pockets equivalent to 30 energy points for every chopper you defeat.

Missiles: Most enemy craft attack from the front or the rear. Many players are often unaware of approaching missiles from both sides.

Flying Saucer

Sonic Jet

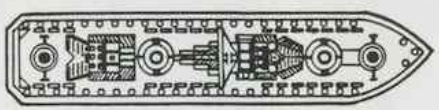
Floating Silo

Giant Lectron

Chopper Force

Double Lectron

MOTHERSHIPS


Chopper Carrier

Eagle Destroyer

Double-Winged Fighter

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